FWAA

MAINTENANCE MANIA®

2026 GAME RULES



BALANCE THE SCALES

Sponsored by **THE Liberty Group**

Tackle real-world product mix of challenges with speed and precision.

GOAL OF GAME:
Solve the problem with the correct product mix.

1. Participant starts the timer by placing both hands on the timer pad.
2. Participant moves to the game area and attempts to solve one of four problems (black blocks) with a combination of three correct solutions (white blocks) to balance the scale correctly.
3. Once the first problem is solved (scale balances), the contestant continues to solve the remaining three problems with a combination of remaining solutions.
4. Once all four problems are solved correctly, the contestant stops the timer, and the judge records their time.
5. The lowest time once all participants have completed the game wins.



KEY MATCH MANIA

Sponsored by **MAINTENANCE SUPPLY SOLUTIONS**

Match each key to the correct lock and crack the code before the clock runs out.

GOAL OF GAME:
Match keys to locks and reveal the code for the combination deadbolt.

1. Contestant starts with the timer by placing both hands on the timer pad.
2. Contestant goes to the game area and, using 10 keys supplied, attempts to unlock 4 standard deadbolts.
3. Once standard deadbolts are unlocked, the contestant reviews the tags on each key to determine the correct digits for the combination deadbolt.
4. Once the combination deadbolt is unlocked, the contestant stops the timer, and the judge records their time.
5. The lowest time once all participants have completed the game wins.



MEMORY MASHUP

Sponsored by **NTS Contractors**

Flex your brainpower and match products and services in a race against time.

GOAL OF GAME:
Remember and match featured products and services.

1. Participant starts the timer by placing both hands on the timer pad.
2. Participant draws a game card from the stack next to the timer.
3. Participant reviews and attempts to memorize the game card.
4. Participant hands the game card to the judge and moves to the game area.
5. Participant then places game pieces into the grid to match the grid shown on the game card.
6. Once done, the contestant stops the timer.
7. Judge reviews the grid to see if it matches the game card.
8. If the grid matches the game card, the contestant is done, and the judge records their Total time.
9. If the grid does not match the game card, the contestant restarts the timer and returns to the grid to make changes – once done, the contestant stops the timer.
10. Judge reviews the grid again to see if it matches the game card.
11. Once the grid matches the game card, the contestant is done, and the judge records their final time (including callback time(s) as necessary – to be confirmed).
12. If, after 3 attempts, the competitor does not match the tiles to their selected card, they receive a "DNF" (Did Not Finish).
13. The lowest time once all participants have completed the game wins.



PLANK PUZZLE QUEST

Sponsored by **Service Response Team**

Piece together a flooring puzzle as fast as possible—think fast and fit faster.

GOAL OF GAME:
Solve and assemble a puzzle made of flooring planks.

1. Participant starts the timer by placing both hands on the timer pad.
2. Participants then go to the game area and assemble the puzzle to display the Maintenance Mania logo.
3. Once done, the contestant stops the timer, and the judge records their time.
4. The lowest time once all participants have finished wins.



PLUNGER TOSS

Sponsored by **CORE Distributing**

Test your aim and accuracy in this crowd-favorite challenge.

GOAL OF GAME:
Toss the plungers and score the highest point total.

1. Participant stands behind the designated throw line.
2. Each participant will be given a set number of plungers to toss (typically 3).
3. Participant tosses the plungers, aiming for the targets.
4. Points will be awarded based on where each plunger lands.
5. The highest point total once all participants have completed the game wins.



TRIVIA DISK DROP

Sponsored by **Chadwell Supply**

Drop a disk, land a category, and answer maintenance trivia in this Plinko-style brain buster.

GOAL OF GAME:
Answer maintenance-related trivia questions based on the chance of the Plinko board.

1. Participant starts at the Plinko board and drops 3 disks, 1 at a time into a slot at the top of the game board.
2. Once each disc lands in an opening at the bottom, the judge draws a card from the deck labeled with the same product category (i.e. Plumbing).
3. Each card will feature 2 questions, each with a different point value. Participants must tell the judge which question they would like to answer based on the point value – 100 or 200 points.
4. Judge reads selected questions to competitor.
5. Participant then attempts to answer the question they selected from each of the 3 cards.
6. For each question they answer correctly, they receive the number of points associated with that question.
7. If they answer incorrectly, they receive no points for that question.
8. The highest point value once all participants have completed the game wins.

FOR QUESTIONS PLEASE CONTACT FWAA | Gregory Ann Goldrick | gregory@livefw.org